Amendments to the Specification:

Please replace the paragraph beginning at page 8, line 1 with the following amended paragraph:

• Relative Colorimetric. When a color in the current color space is out of gamut in the target color space, it is mapped to the closest possible color within the gamut of the target color space, while colors that are in gamut are not affected. Only the colors that fall outside of the destination gamut are changed. This rendering intent can cause two colors which appear different in the source color space to be the same in the target color space. This is called "clipping". This is the default method of color conversion built into Adobe Inc.'s Photoshop 4.0 and earlier. The "relative" in Relative Colorimetric means that the colors are scaled relative to the paper white, i.e. that a pure white color (i.e. L*=100, a*=b*=0) is rendered as paper white on the output device.

Please replace the paragraph beginning at page 9, line 11 with the following amended paragraph:

For example, if one is attempting to proof a press that has a fairly light black, then using a perceptual intent will scale the ~~darks~~ dark colors to absolute black, and the resulting print will ~~be much too~~ have too much contrast, and the saturated colors will be much too bright. On the other hand, a colorimetric intent (relative or absolute) might not be a good choice either, because one still might need some gamut compression for good perceptual rendering.

Please replace the paragraph beginning at page 18, line 30, ending on page 19, line 6 with the following amended paragraph:

An alternative implementation is contemplated for a system having a color management module that can perform a color space transformation using two rendering intents. In this implementation, no intermediary profile is ~~requires~~ required, and the transformation is a single step. The data is transformed from the source device color space to the destination device color space using the source device color profile, a source rendering intent, a destination rendering intent, and the destination device color profile.